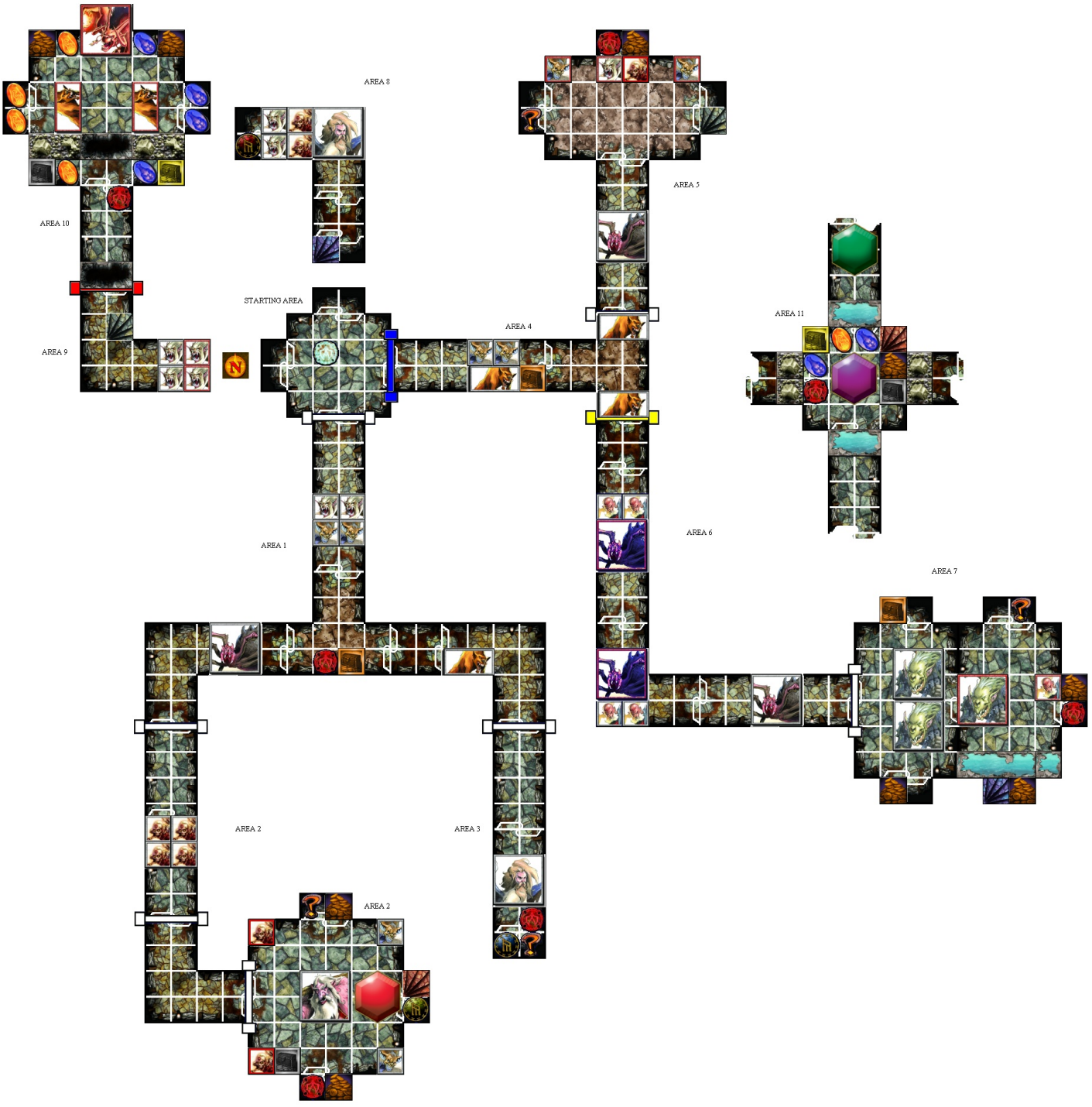

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Devil Plans

By Wolf and Valle

Scenario Background

For hundrends of years, the villagers of Yelants Cross had been sleeping in peace until before one month where the wise old man of the village saw a very bad nightmare; a powerful demon known as "The Bad N" from the villagers had woken up. The nightmares continued and each night, he could see what the demon had done the day. The old man was recording each of his nightmares in his callender and he had hid it away from everyone in his village. The Demon had tried to control the old man' s mind hundreds of times but it was too weak to do this. Finally, the demon became enough strong to kill the wise man and his nightmares. The heroes arrived at the village to find themselves admired by the villagers. A young boy who was the son of the wise man ran near the heroes and gave them a map leading to the Demon' s tomb. "The only thing that may bring my father back to life is his soul but, beware the Demon has it.

Mission Goals

After journeying into the cave you found in the map, you prepare to descend to the depths. Your goal is to kill the demon who was controlling the wise man' s dreams because there is a chance of bringing the wise man back to life. If you can reactivate some of the ancient glyphs, all the better. You start with 8 conquest tokens. If you ever run out of them, "Bad N" will have taken control of all the villagers mind. Good luck.

IMPORTANT: When a hero reveals a new area, you must first read the area' s story and then create it.

Area 1

You hear monsters crawling.

Area 2

There is something blocking your line of sight in the middle of this room. You can' t notice it well but, oh NO! It' s a Giant! He tries to hit you with his big club but you crouch down and dodge the attack. With the corner of your eye, you notice a lever on a culumn.

Important: The stairs in this area AREN' T UNLOCKED and they MUSTN' T be put for now until a hero find its lever.

If a hero ends his movement on this area' s encounter marker: You press the lever and you hear water drainning from far away.
Remove the encounter marker from the board.

Area 3

The mist in this area is very thick and you cannot see further than a few meters away. The only thing you are able to see is two big wings.

If a hero ends his movement on this area' s encounter marker: You press the lever and you hear water drainning from far away.
Remove the encounter marker from the board.

Area 4

You can hear wings flappering and roars coming from the cave' s deep. After a while, there is only silence.

Area 5

After you have opened the door, you watch red and yellow blips moving in the darkness of this large area. After a while they stop moving and disappear into the shadows...

If a hero ends his movement on this area' s encounter marker: You press the lever and you hear something heavily falling on the ground from far away.
Remove the encounter marker from the board.

Now place the stairs in Area 2.
Important: When the stairs in Area 2 are unlocked, YOU DON' T NEED TO TELL THE HEROE' S WHERE THE STAIRS ARE OR EVEN THAT THEY HAVE UNLOCKED THEM.

Area 6

The floor is filled with big webs. Propably you aren' t alone here.

Area 7

This Area is huge. Three giant Ogre' s live in this area. You can hear water "running".

If a hero ends his movement on this area' s encounter marker: You press the lever and you hear water drainning behind you.

If the heroe's find both the encounter markers in area 2,3 and 7: You look in surprise and you see the small river behind you drainning.

Area 8

This area is very small that a manticore which lives here needs to crouch to fight you.

Area 9

The stairs lead in an abandoned area. You notice dead bodies of warriors and other skeleton bodies. You realize you are close to the Demon and that you aren' t the first to be here.

Area 10

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Looking around, you see lots of treasure chests and in the shadows you see the red eyes of a frightful creature. "I am Nekratim the demon! Long before you, many warriors tried to kill me. You better hope my luck has changed".

The master demon in here is "Nekratim". He has the same stats as a master demon except he has fear 3, pierce 3, he doesn't have the aura abilitie, he has an armor class of 2 and 6 extra wounds.

If Nekratim is dead: The creature strains in pain and becomes black smoke.After, the smoke becomes dust in the wind and you find the soul of the wise man. You take the soul and a wizard of the village puts it in the wise man' s body. The wise man wakes up and the demon thanks you..... for giving the devil in his body. The wise man uses a rune to stun you all and then dissapears. You gain 5 conquest tokens for killing Nekratim.

They have finished their quest.
Thank you for playing Devil Plans but we inform you that the Part 2 has began to be created.

Area 11

A very small room filled with gold piles and treasure chests, potions and others are waitting for you.

Important: If you don' t have the expansion and you can' t play with treasure gems, just ignore them and don' t put them in play.

Treasure Chests

Copper 1: 100 coins, 1 copper treasure
Copper 2: 1 conquest token, 1 curse, 1 copper treasure
Copper 3: 2 conquest tokens, 3 curses, 2 copper treasures
Silver 1: 1 conquest token, 100 coins, 2 curses and 1 silver treasure
Silver 2: 3 curses, 2 silver treasures
Silver 3: 2 curses , 200 coins, 2 conquest tokens
Gold 1: 200 coins, 3 curses, 1 gold treasure
Gold 2: 3 curses, 2 gold treasures

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